Grand maniasuery of Dunlun afterplay summary's (in game the place was is spelt maniasuery due to a typo [which in reality i made when writing the name down an liking how it looked] and the company saying screw it but i never found a way to mention that in the game and i forgot to add a note to the summary in fact i think it got autocorrected so there's no reference apart from the file name and i just forgot to tell anyone. so that is the technically official name of the place not that it mattered since they just kept calling it Jurassic park or the park anyway.)(for a more detailed description of the park scroll to the bottom of the description)

These are the adventures of an unnamed group* of mostly do-gooders as they are hired to recover mysterious artefacts from Grand maniasuery of Dunlun** while saving visitors from hordes of dinosaurs released by the Karma Vigilantes a group of eco-commie terrorists protesting the captivity of these beasts! or is something more sinister afoot?***

*(no matter how many times i pleaded they constantly ignored my requests to pick a group name it would have make the summaries so much easier)
**(think crystal palace worlds fair combined with that main land park they wanted to open in Jurassic Park 2 for an rough idea but with those big stone walls all around and yes Jurassic Park had an influence and was referenced but it is not Jurassic park and Dunlun is the name of the city)
***(the answer was yes but since that wasn't their mission which was to recover the artefacts while rescuing the citizens they didn't look in to it also there was a bunch of pirates who took over the water park and a magical liopleurodon but they never went there. since i didn't include this in the summary there was a secret faculty under the park that was trying to weaponize the dinosaurs dino-rider style that a group of villains based off 80's cartoon villain's but they never got close to figuring that out or even suspecting something else was afoot, the villain part that is they had heard about the dinosaurs being weaponize but not their mission not their problem)

quick world lore dump since it never came up in the game and i'll never have another reason to tell anyone, Dunlun is a citystate by a "reality intersection" i guess you could say that connected to verious worlds and let magic through like the lake of steam in faerun or The Quentaris Chronicles (there is no native magic on the world so the farther out you go the weaker it is so you would need a magic battery to cast spells unless it was a racial trait or you were a sorcerer because then the magic came from you) so it was quite possible for people to wonder in and not even know they were in another world and vice vera.

there are others all over the planet but they are unstable and sometimes just dump other places and peoples down. the adventure was never meant to go beyond the maniasuery so i only made up one place of note outside of the city called Justice Junction which was a old west town/region that was either settled through a rift or translocated here (i was going to use the red dead 2 map which i had just finished at the time should it ever come up) i made it up in case anyone asked why 'ze conductor' was french and where the more advanced weapons aka guns were coming from neither of which happened in fact due to poor rolls and lack of questions it wasn't until halfway through did they even realise that there were any types of of guns at all and that was because while joking one of my players asked where are the rifles while looting some gear i let slip 'you just haven't noticed them yet' they at this point had seen a bunch of muskets and blunderbuss's but due to my assumption about where the player characters had come from they wouldn't know what they were so i had described them as 'weapons you don't recognise' and was never pushed on the subject

(this did set off one of that players for some reason that this is not a fantasy world and how could they have guns and that took a while to resolve only time him and me ever quarrelled, side tangent i also got chewed out for stealing her IP by the previous secondary DM. she just abandoned her campaign halfway through and my players reused the characters from hers for mine so in my head at least they wondered out of the underdark and into Dunlun so as a last epilogue adventure i was going to wrap up a little quest to find out what happened to shaggy a character that was quickly switched out by a player and just disappeared in her campaign with no explanation, I mention off handed that if needed I can do another week with this idea to give the main DM some more time off [she is married to him] I get lectured that i was impeding on her IP and those characters had nothing to do with the ones in her campaign and that i was stealing from her, I know you will never see this but I still think your a prick, you quit because things weren't going the way you wanted, you barely thought up any lore and I'm the villain for wanting to tide up what you left undone? you didn't even make up the characters the players did and I declare they are the same ones that quit your campaign and there's nothing you can do about it! tangent over)

the city was 'run' by a duke of new cheam (i had a duke nukem sound borad on my phone and i figured i could use that in the unlikely event that meet the boss) but in reality he was more a figurehead and it mostly ran itself (there were big companys and guilds that had sway over chunks of the city but they didn't run things like in cyberpunk). i had a vague idea that the main forms of industry was powered by either dinosaurs, golems or skeletons with machines being directly powered by things we have like electricity or steam being around but in the minority being stifled by the various companies and guilds who thing theirs is best. but the group never asked world questions so i never answered. oh and there was a gang of track suit robe wherein' low level hedge wizards who had formed a gang but they never ran into them because they never checked out any loot they picked up and then the shadow wizard money gang meme happened which is pretty much what I thought up, of course the meme came out a couple years later.

the jewels and the amulet (the claw) they found on the dead fat man which yes was a Jurassic park Easter egg was actually a teleportation system and you could use to teleport between stones just put one stone in the exhibit one in your house and zip between them with the amulet (props to the adventures of the red panda for that idea first episode if remember correctly) but they never examined then so they never found out even in real life because I thought I would save it for another adventure which sadly never happened.

the artefacts they were set to recover did in fact have powers and were also part of a spelljammer controls but they will never know. As I said to them "I know what they do, if they do anything at all".

i also had and idea about there being an orc war between the old goblinoid orcs, the pig faced orcs, the grey orcs and green orks (couldn't decide between WOW orcs and warhammer orks) fighting to see who were the true orcs since all orcs come from some other world or worlds and end up raiding and setting on new ones i thought it would be fun since even on fearun all types of orc (except the green ones) are present and came through a dark gate then was cut off yes this happened more then once and technically the goblinoid orcs and pig faced orcs are considered separate now since they dropped the goblinoid part for the older orc but since they all come from another place that doesn't mean goblinoid orcs are non canon so i still count them. that would be happing somewhere on the planet but i was probably going to make that its own thing

i was also going to lift pretty much everything from the video game unholy war if they just left the city and didn't end up in justice junction i had nothing prepared out side of the maniasuery and the adventures club but you never know with players so i recommend you have a vague idea of something outside of what you prepped then make it up as you go.

also one final tip the players make the story you make the world just set out your world like an open world rpg, you know what is where and don't get upset if they don't go to half the places you have ready,
you can always save it for later and don't railroad your players what matters is if everyone had fun.

if i remember anything else i'll add it here

just remembered about Matthew Higglebottom i also didn't describe the Grand Maniasuery its self in the summary but i did at the table with a map and everything i'll try and add a photo or scan if i can find it. Matthew higglebottom owns Dinoprizes Inc which owns the Grand Maniasuery (which was first a closed in fortress town with a dungeon complex hence the underground labs and the giant stone walls encasing the park at some point the fortress bit was turned into a prison and then got destroyed leaving the forgotten dungeon some of which was being turned into renovated for tourists and wanna be adventures all this info apart from the secret lab of course was in the pamphlets they never read) Higglebottom himself is actually the CFO and doesn't actually run the company the chairman and the board do and they are more of the typical shady businessmen who will do anything for a buck and are constantly scheming behind Higglesbottoms back but because he keeps the books there is a bit of a balance between them but he suspected that the board was up to something shady but had no proof and was concerned that the 'incident' was their doing. also the Higglebottoms founded the company after discovering dinosaurs on an expedition and bringing them back to not only astound and amaze but for use both as labour and a product hence the Grand Maniasuery. The reason he himself is at the gates is while he is actually a decent enough guy its also good PR to be seen to directly acting to save people and when the random adventurer parties rushed to answer the call he could directly give them different directives like in our groups case which was to recover the artefacts.

Now as for the Grand Maniasuery split into 5 general areas connected by foot paths with benches and rubbish bins like an old turn of the century park but massive akin to central park in scope though not quite that big but surrounded by huge stone walls with one main double gate (which i always imagined looking like the jurassic park gates complete with the sign except it said Grand Maniasuery) by double gate i mean there is a giant outer gate and a giant inner gate with a small yard in between (the walls are wall of china big) this is where the final battle happens.

The first of two closest areas was the menagerie to the left of the gate where the 'incident' started which was the vigilantes letting the exhibits (nobody outside the walls knows they are attempting to over take the park at first just that something happened and some unfriendly dinos are running around) which had a large old enclosed victorian style zoo known as the Meat and Greet where our adventurers visit and run into the other adventurers in the surrounding area are also more modern style enclosures plus some that would fit in jurassic park like the t-rex enclosure. all the dangerous dinosaurs (except for the aquatic ones which are in the water park directly north).

going right from the gate is the 'petting zoo' which is more like werribee park/ summer camp (for you non aussie's steve irwns park might be a better example then

werribee) where people can go and hang out with baby dinos and the more chill adult ones and stay overnight and do camp stuff or just spent the day learning about dinosaurs. it is home of Stego and elderly stegosaurus who is very friendly and protective of children who love him, he is the mascot of that area of the park and is the best selling toy at the gift shop with the triceratops coming in a close second. the run in with Stego happens in the main petting zoo for little children which also houses the areas main admin building which held a nurses office and did double duty as the camps main hall.

north of the petting zoo area is the probably the biggest part of the Grand Maniasuery,
the Green Eatery where the bigger herbivore wonder around it is a combination of style of parks with a lot of open grass fields good for picnics, hedge mazes, some woods, lakes, little cafes and eatery's even places you can listen to music or see a play the sort of things you would expect in a park, but it is all very manicured and controlled just with brontosaurus and other dinos milling about. there are lots of scenic areas, groves of tree and other secluded spots all over the place like the bluff where the fat man was but most of them are here.

across from that is the water park which i guess would be basically an aquarium and water amusement park the adventure never went there but it was where a bunch of pirates had taken over there was also a 'magical' liopleurodon. since skipped this place i never expanded beyond this basic idea. same for the underground labs where they were trying to weaponize the dinosaurs i had an outline but never needed to fill it in.

finally at the centre of everything both literally and figuratively is the exhibition hall which was just the crystal palace from Victorian times complete with exhibits I even used the blueprints and illustrations of the place which in turn influenced the aesthetics of the entire place. i even included those early statue's of dinosaurs they made for the palace as decorations. in game it served a similar purpose but also had shops and booths for companies and products.

through out the park there were lots of various buildings that served as offices, security, utility, toilets etc. but the main admin and operations were stationed out of the way in the administration section with its own sub area somewhere around the Green Eatery and the petting zoo. the administration section is not marked on maps and is closed off and hidden to the general public it is where the Zee conductor's office was and underneath was the research labs where the secret work was happening. the Karma Vigilantes never actually found this place but their masters did.

while i did describe the Karma Vigilantes in the summery they were basically unknowingly usurped by the secret villains and used as goons which is why they had a new 'general' (who I always pictured as the squeaky voiced teen in oversized armour) who had little to no idea what was going on. basically just useful idiots. also the reason why he was assassinated considering he was basically clueless was no grand plan on my part one of my players was joking around when he was handed over and said are they going to assassinate him like the secret police (not his exact words but close enough) and i rolled to see if they would and the answer was yes. I had no idea what to do with him any way it was also the end of the night so i just went with the will of the dice while starting to pack and i confess he was meant to be a bigger deal but what can i say things change on a dime when running DnD and as events progress having him be just some guy seemed better.

the hyberbolic time chamber at the adventures club is normally an expensive luxury but was made free to use for the duration of the emergency. i added it so they could quickly have a full rest during the adventure mostly because in game the whole event would only take an afternoon (it was about noon when the adventure started and nearing twilight by the final battle). if things had gone on i was tinkering with an idea that certain points in the city had points anchor points that affected either space or time and that was why the club was built there rather than they built it for the club. as to what it was anchoring well i was think of having a one shot where they had to intervene in a battle between gamara and godzilla or a dragon turtle and a tarrasque in case some of my players got uppity over using the other two, but then the fools gold animation came out while i was pondering so i quietly shelved it so it didn't seem like i was ripping it off. still wanted to do the kaiju battle just make it its own thing. closest i got to it was in my Neverending one shot where my other players 'battled' godzilla in hell. if your intersted its here: https://archive.org/details/neverending-oneshot-final

these are a session summaries of the only proper DnD campaign i got to run before the plague. when my group originally started it was decided by our first DM to write after adventure reports on reddit that made a story out of it and summed up xp and rewards he stopped after a month mostly due to everyone take notes and i decided to continue this and at the end print it out as a memento and a reference for next time. (i even did a bunch of newspaper headlines and blurbs which i would have given out to show what the people of the city thought of events but that never happened I'll try and add my supplement notes to this entry (assuming the iPad i was using at the time still works i haven't even seen it since 2019)

one last thing I put season instead of session because when writing notes on others campaigns I would often be writing automatically to keep up with events an instead of session I keep putting season for the sake of note continuity I kept doing it and it became a personal joke of sorts hence why I label sessions as seasons.